CLAIMS

What is claimed is:

1. A method for soothing or calming a child, the method comprising:

receiving at least one triggering event by an audio enabled toy;

selecting by said audio enabled toy, at least one sound that mimics a mother's sound based on said triggering event; and

generating an audio signal representing said sound.

2. The method according to claim 1, further comprising playing by said audio enabled toy, sound corresponding to said generated audio signal.

3. The method according to claim 2, further comprising determining whether said audio enabled toy should operate in at least one of a power down mode, a power saving mode and a normal operation mode subsequent to said playing of said sound corresponding to said generated audio signal.

4. The method according to claim 1, wherein said triggering event is at least one of a manual trigger and an automatic trigger.

5. The method according to claim 4, wherein manual trigger is a signal corresponding to the push of a button and said automatic trigger is a signal generated by a microphone.

6. The method according to claim 1, further comprising determining from within said audio enabled toy, an operating mode based on said received triggering event.

7. The method according to claim 6, wherein said operating mode is one of a decreasing heart beat mode, an increasing heart mode, a constant heartbeat mode, a constant heartbeat mode and a miscellaneous sounds mode.

8. The method according to claim 1, further comprising varying from within said audio enabled toy, at least one of a duration, a volume and a pitch of said audio representation of said sound.

9. The method according to claim 1, further comprising recording at least one sound generated by a microphone coupled to said audio enabled toy.

10. The method according to claim 9, further comprising storing said recorded at least one sound within said audio enabled toy.

11. A system embodied in a toy for soothing or calming a child, the system comprising:

a processing circuit that receives at least one triggering event by an audio enabled toy;

said processing circuit selects from within said audio enabled toy, at least one sound that mimics a mother's sound based on said triggering event; and

at least one of said processing circuit and an audio output unit generates an audio signal representing the sound.

12. The system according to claim 11, wherein said audio output unit plays from within said audio enabled toy and via a speaker coupled to said audio output unit, sounds corresponding to said generated audio signal.

13. The system according to claim 12, wherein at least one of said processing circuit and a mode control unit determines whether said audio enabled toy should operate in at least one of a power down mode, a power saving mode and a normal

operating mode subsequent to said playing of said sound corresponding to said generated audio signal.

14. The system according to claim 11, wherein said triggering event is at least one of a manual trigger and an automatic trigger.

15. The system according to claim 14, wherein manual trigger is a signal corresponding to the push of a button and said automatic trigger is a signal generated by a microphone.

16. The system according to claim 11, wherein said processing circuit determines from within said audio enabled toy, an operating mode based on said received triggering event.

17. The system according to claim 16, wherein said operating mode is one of a decreasing heart beat mode, an increasing heart mode, a constant heartbeat mode, a constant heartbeat mode and a miscellaneous sounds mode.

18. The system according to claim 11, further comprising:

a timer that varies from within said audio enabled toy, a duration of said soothing sound; and

a volume control unit varies at least one of a volume and a pitch of said audio representation of said soothing sound.

19. The system according to claim 11, further comprising a memory coupled to at least one of said processing circuit and said audio output unit for storing at least one sound generated by at least one of a microphone coupled to said audio enabled toy and sound generator.

20. A system embodied in a toy for soothing and calming a child, the system comprising:

a switch coupled to a processing circuit;

at least one of a timer, a mode control unit and a volume control unit coupled to said processing circuit;

an audio output unit coupled to said processing circuit, said audio output unit comprising at least one sound generator capable of generating at least one of heartbeats and voice sounds of a mother;

a speaker integrated within the toy and coupled to said audio output unit; and

a microphone and memory coupled to at least one of said processing circuitry and said audio output unit.